デジヴァイス DIGIVICE Ver.Complete

Instruction Manual

15-years old and above

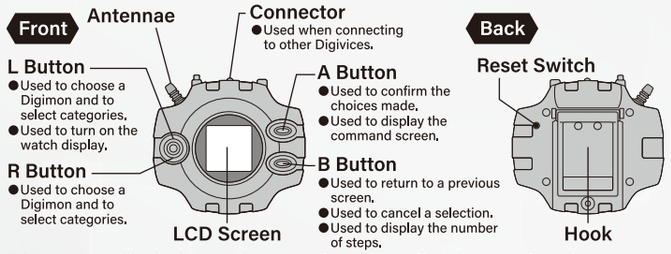
©Akiyoshi Hongo, Toei Animation
BANDAI 2021 MADE IN CHINA

CR2032 × 1
Coin cell battery (CR2032) × 1 (included)

●The battery included is only for temporary use.

Name of Parts

◎Digivice Ver.Complete … 1　◎Instruction manual … 1


Front
Antennae
Connector
●Used when connecting to other Digivices.
L Button
●Used to choose a Digimon and to select categories.
●Used to turn on the watch display.
A Button
●Used to confirm the choices made.
●Used to display the command screen.
R Button
●Used to choose a Digimon and to select categories.
B Button
●Used to return to a previous screen.
●Used to cancel a selection.
●Used to display the number of steps.
LCD Screen
Back
Reset Switch
Hook

●Images used in the instruction manual may not reflect the actual product.

⚠ WARNINGS

Please read before use.

- Please read the instruction manual thoroughly.
- The product is intended for ages 15 and older. Please do not give the product to anyone under the specified age noted.
- The product is made using various parts. Please be wary that applying force or dropping the product may damage the product.
- Please take care that none of the parts are swallowed, including the coin cell battery, battery cover, and screws. <Improper use of the battery may lead to overheating, exploding, and fluid leakage. Please see the following Usage Warnings content.>
- Please set the battery in its proper + and - position.
- Please remove the battery if the product will not be used for an extended period. Leaving the battery in place may lead to fluid leakage.
- Do not short-circuit, recharge, dismantle, heat, or place the battery into a fire.
- If the coin cell battery is swallowed, or if leaked battery fluid gets into eyes, contact a doctor immediately. Please use water to wash off any battery fluid that gets onto skin or clothes.
- Please follow your local district and area rules when discarding the product or batteries.
- Do not use the product close to your ear. Improper use may lead to loss of hearing.
- Swallowing the coin cell battery can be lethal. Do not store in a place that can be reached by children. If swallowed, please contact a doctor immediately.

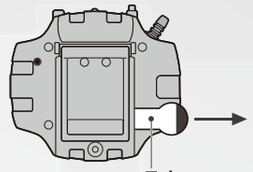
《Usage Warnings》

- Discard plastic packaging immediately after opening.
- Please press the reset switch if the product encounters an error.
- Do not place the product on resin treated products such as sofas, seats, and tiles. Long-term exposure may discolor the product.
- The product is composed of various electronic components. Do not drop, wet, dirty, or dismantle the product. Do not use or store the product under extreme temperatures.
- We are not responsible for loss of data from use of the product.
- Do not forcibly pull or bend moveable parts or attachments.
- The battery included is only for temporary use. Please replace the battery if the screen does not show properly.
- Clock precision: ±10 seconds daily

Do not douse the product in water or wet the product.

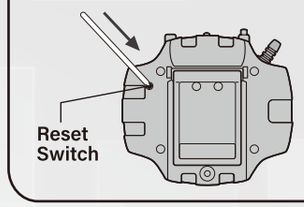
【1】Preparing the Digivice

Preparations



Pull out the tab from the casing.

Reset Controls



Press on the reset switch on the back of the casing with a tipped object to do a reset.

※Do not press hard on the reset switch using pointed objects, such as toothpicks and mechanical pencils, to prevent damage to the device.
※The device does not have a power switch.

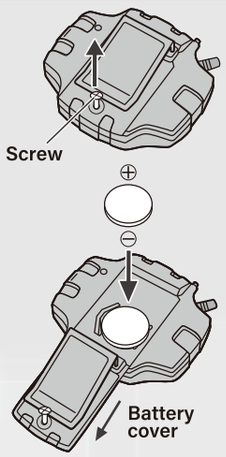
【2】How to change the battery

A low battery will display the change battery image onto the screen. (The game data will be saved.)
Please replace the battery once the change battery image appears.

※All button controls will be disabled when the change battery image appears.

※Change battery image

①Loosen the screw located on the back to remove the battery cover.
②Remove the used battery, and replace it with a new coin cell battery (CR2032) (sold separately) in the proper + and - position.
③Replace the battery cover then screw it down tight.
④Go through the reset procedure before using the device.



【3】How to load and reset

After the device is reset, the load (ロード) screen will appear if there is any saved data. Use the L and R buttons during the load screen to choose "YES", and press the A button to start from where you left off. Select "NO", and press the A button to display the reset (リセット) screen. Use the L and R buttons to choose "YES", then press the A button to delete the data and initialize the device.

※Load screen

※Reset screen

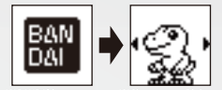
【4】When to reset the device

●When you are playing the device for the first time or when you changed the battery.
●When the device doesn't function properly from external pressure, or when the LED screen or voice playback does not work properly.

※Please do not use the reset switch aside from what is mentioned here.

【5】Choose your Partner Digimon!

①Choosing your Partner Digimon



※BANDAI logo screen

※Choose your Digimon

Once the device is reset, the BANDAI logo screen will appear. Press the A button when the BANDAI logo screen is displayed to go to the initial Digimon select screen. Use the L and R buttons to choose a Digimon then press the A button to confirm. The Digimon you chose will be your first Partner Digimon.

※The screen will turn off if there is no button input for approximately 10 seconds during the initial Digimon select screen. Pressing one of the buttons will return the game back to the BANDAI logo screen.

※If you suspect an error※

Before sending the device for repairs, please verify the following noted.

● If the game displays an error.
・Press the reset switch.

● The screen turns off
・The product comes with a power saving feature. The device will automatically turn the screen off when the BANDAI logo screen, initial Digimon select screen, loading screen, or the reset screen is left alone for approximately 10 seconds, and when the initial time settings screen is left alone of approximately 60 seconds. The screen will also turn off when the default game screen and the step count display screen is left alone for approximately 180 seconds, and after approximately 15 seconds from when the change battery image is displayed. Press any of the buttons to turn the screen back on. Press the A button if the screen turns off after the change battery image is displayed.

● My Digimon doesn't Digivolve.
・Do you have enough DP? (Please refer to "DP" for more details)
・Please check whether your Digimon's Digivolution meter is filled or not. (Please refer to "WIN" for more details)

● The connection battle doesn't work.
・Are the devices properly connected through the connector?
・Is your device's battery depleted? Is your opponent's battery depleted?

● There is no sound.
・Please check whether the sound settings is set to "オン" (ON). (Please refer to "【14】Sound On/Off" on Page 3 for more details)

Meet Your Partner Digimons

Agumon (アグモン)
A Reptile Digimon.
Lively, brave, and filled with energy.

Biyomon (ピヨモン)
A Bird Digimon.
It is very friendly, and likes to fawn on others.

Gabumon (ガブモン)
A Reptile Digimon covered in pelt. Despite its looks, it is very shy.

Tentomon (テントモン)
An Insectoid Digimon.
It speaks in a unique dialect, and is very friendly.

Gomamon (ゴマモン)
A Sea Beast Digimon.
It likes to fool around, and has a tendency of getting into trouble.

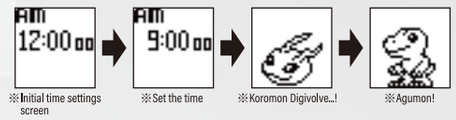
Palmon (パルモン)
A Vegetation Digimon.
It shows its emotions very clearly, and like to do what it wants.

Patamon (パタモン)
A Mammal Digimon.
It is cute, playful, and very obedient.

②Setting the Time

Once you choose your Partner Digimon the screen will move to the initial time settings screen. Use the L and R buttons to choose PM or AM then press the A button to confirm. Next, use the L and R buttons to set the "hour" and "minute" then press the A button to confirm. Once the time has been set, your chosen Partner Digimon will Digivolve from In-Training to Rookie before moving to the default game screen.

Now you're ready to set foot on your "Complete" adventure!



※Initial time settings screen　※Set the time　※Koromon Digivolve...!　※Agumon!

How to Check the Time

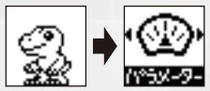
Press the L button during the default game screen to check the time.

How to Change the Time

Press the R button and A button together during the watch screen to enter the time settings screen. Refer to "Setting the Time" to fix the time.

【6】How to Use Commands

To fully enjoy the Digivice, you will need to understand 4 basic commands that are used for various functions, such as to view the Digimon's current state.
Press the A button during the default game screen to move to the command select screen. Use the L and R buttons to choose a command then press the A button to confirm.



※From the default game screen　※To the command select screen

※The game will return to the default game screen if there is no button input for approximately 15 seconds during any of the command screens.
※The screen display will turn off if there is no button input for approximately 180 seconds during the default game screen. Pressing any of the buttons will turn the display back on.

①Parameter Command

Confirm your Partner Digimon and Friend Digimon's current parameters. Use the L and R buttons to choose a Digimon then press the A button. Next use the L and R buttons to choose a category shown on the parameter (パラメーター) select screen, then press the A button to confirm the choice made. Press the B button to go back to the prior screen.

※Parameter command　※Digimon select screen　※Parameter select screen

※If you do not have any Friend Digimons, you can only view your Partner Digimon's parameters.

DP (Digimon Power)

This is the energy needed to Digivolve during battle. Gain 1pt for each 100 steps taken by the Digimon. Lose points when you Digivolve or when you lose a battle.

※Confirm your DP points

POINT!

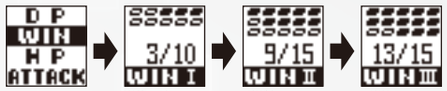
What is DP?

DP is an energy source for all your Digimons! Regardless of the Digimon used, the DP pools into one so that all your Digimon can use it to Digivolve in battle!

・For each 100 steps taken	:+1pt
・Digivolve from Champion to Ultimate	:−3pt
・Digivolve to Mega	:−7pt
・Lose a battle	:−2pt

WIN

You gain 1 point to your win record each time you defeat an enemy Digimon in battle. Gain 10 wins to move from the Champion meter to the Ultimate meter. Gain another 15 wins to move to the Mega meter. Agumon and Gabumon can move to the Ω (Omnimon) meter by racking another 15 wins. You can Digivolve to Omnimon by having each of them fill their Ω meter with 15 wins.



※Champion meter　※Ultimate meter　※Mega meter

※Some Digimon will begin with a different meter, and others may only have one meter. If the Digimon only has one meter, the meter will not change even after it is filled to MAX.

※Ω meter

For more information check out "DIGIMON WEB"!

Information on various Digimon are constantly updated!

DIGIMON WEB デジモンウェブ

Visit us here for more details!
>>>https://digimon.net/
※Please connect using your subscribed Internet provider.

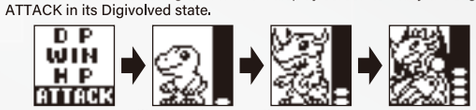
HP (Hit Point)

HP represents the Digimon's health, and plays a crucial role in battle. If your Digimon can Digivolve, use the L and R buttons during the HP display screen to verify the Digimon's HP in its Digivolved state.

※HP display screen ※Champion HP ※Ultimate HP

ATTACK (Attack Power)

This represents the Digimon's attack power. If your Digimon can Digivolve, use the L and R buttons during the ATTACK display screen to verify the Digimon's ATTACK in its Digivolved state.



※ATTACK display screen ※Champion ATTACK ※Ultimate ATTACK

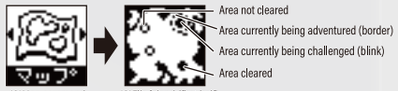
Changing Partner Digimons

Press the A button when your Friend Digimon's parameters are displayed to make it your Partner Digimon (not Digivolved). After you press the A button you will automatically move to the default game screen.

※Choose your Friend Digimon during the Digimon select screen ※Press the A button while viewing its parameter ※The Digimon you were viewing shows up in the default game screen!

①Map Command

Verify what area you have adventured to using the map (マップ) command. The area icon of the area you are in will blink. Cleared areas will display a different area icon. You can select cleared areas using the L and R buttons then press the A button to challenge those areas again.



※Map command ※File Island (first half)

POINT! A new map will appear when you clear all the areas on File Island! Traverse the area and discover what lies in wait there!

※Tokyo ※File Island (second half) ※??? ※??? ※???

③Heal Command

You can heal (チリョウ) your Digimon if it is injured in battle! (Please refer to "【9】Battle Results, Healing Injured Digimons" for more details)

※My Digimon is injured! ※Use the heal command.. ※All better!

※You cannot record the number of steps taken when your Digimon is injured.

※You cannot check the Digimon's parameter or do connection battles until it is healed.

④Connect Command

※Connect command

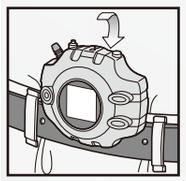
You can enjoy battles across the various Digimon Digivice series using the connector.
(Please refer to "【12】Battle Using Connect Command!" for more details.)

【7】Walk Your Digimon!

You can make your Digimon walk by walking with the device on you, such as on your belt, or by shaking the device up and down.

※The walk count may differ depending on where the device is placed on you. Please place the device where you are comfortable.

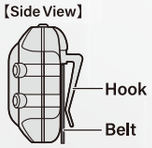
※The product comes with a power saving feature. The screen turns off when the default game screen and the step count display screen is left alone for approximately 180 seconds.
(Steps are counted even when the screen is turned off.)
Press any of the buttons to turn the screen back on.



POINT!

Use the hook to fix the device onto your apparel, such as your belt, if you want to place it on your waist! Your Digimon may not walk if you don't place the device properly.

【Side View】



How to Display the Step Count

Press the B button during the default game screen to display in the bar below how many steps are needed to clear the area (エリアクリア) you are currently adventuring. The number goes down with each step, which shows when a boss Digimon will appear. Press the B button again to show in the bar below how many steps were taken in total (ソウホスウ). Press the B button again to return to the default game screen.

※Shows how many steps needed to clear the area ※Shows how many steps were taken in total

☆After you check your step count, be sure to return to the default game screen to make your Digimon walk!

※The number displayed denotes the Digimon's number of steps taken. It does not denote the number of steps the user has taken.

【8】Battle Enemy Digimon!

You may encounter enemy Digimons while walking your Digimon. If you hear a call and an enemy Digimon encounter screen appears, press either the A button, L button, or the R button to start the battle. Use the L and R buttons to select a command from the battle command select screen, then press the A button to confirm. Each battle lasts 3 turns, and you will need to select a battle command every turn.

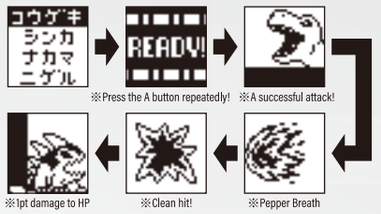
※Enemy Digimon encounter screen ※Battle command select screen

※You will automatically lose if you do not respond to the call or if you press the B button during the enemy Digimon encounter screen.

About Battle Commands

Attack (コウゲキ) Attacks the enemy.

"READY!" will appear after selecting "コウゲキ" (Attack). Press the A button repeatedly while "READY!" is displayed to cheer for your Partner Digimon. If your cheer is heard by your Partner Digimon, its attack will hit the enemy. Your Digimon will take damage from the enemy if you don't cheer hard enough.



※Press the A button repeatedly! ※A successful attack! ※Pepper Breath ※Clean hit! ※1pt damage to HP

Digivolve (シンカ) An attack done after Digivolving.

"READY!" will appear after selecting "シンカ" (Digivolve). Similar to "コウゲキ" (Attack), if your cheers are heard by your Partner Digimon, it will Digivolve and attack the enemy.

※The "シンカ" (Digivolve) choice will not appear in the command select screen if your Partner Digimon is not able to Digivolve.

※The "シンカ" (Digivolve) choice will not appear in the command select screen if you don't have enough DP.

※Agumon, Digivolve...! ※Greymon..! ※Press the A button repeatedly! ※A successful attack! ※Mega Flame

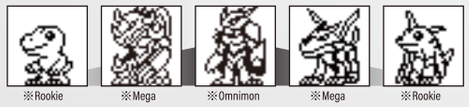
POINT!

You will need to gather 10 wins in order to Digivolve to Champion! Gather 15 more wins to Digivolve to Ultimate, and then gather another 15 wins to Digivolve to Mega! Agumon and Gabumon can gather another 15 more wins to Digivolve to Omnimon! Note that both of them will need to rack 15 wins each in order to Digivolve to Omnimon, so be prepared...! Fight your way to raising the greatest Digimon in the world!

<Example> Digivolution chart for Agumon

※Rookie ※Champion ※Ultimate ※Mega

※Wait, there's more! Digivolve to Omnimon!



※Rookie ※Mega ※Omnimon ※Mega ※Rookie

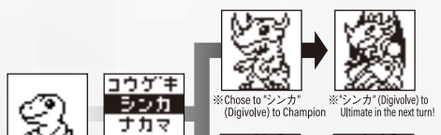
When your Mega meter racks 15 wins and then you select "シンカ" (Digivolve), a Digivolve branch will appear on screen. Use the L or R buttons to choose whether to Digivolve to Champion or straight to Mega then press the A button to confirm. If you select "シンカ" (Digivolve) in the preceding turns, you can Digivolve one more time.

※Some Digimon can't Digivolve.

※Some Digimon can Digivolve straight to Ultimate instead of Champion, but won't be able to choose "シンカ" (Digivolve) in preceding turns.

※You cannot Digivolve from Ultimate to Mega.

※Only Agumon and Gabumon can Digivolve to Omnimon.



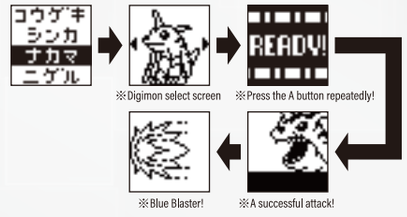
※Mega meter with 15 points! ※Chose to "シンカ" (Digivolve) to Champion ※"シンカ" (Digivolve) to Ultimate in the next turn! ※Chose to "シンカ" (Digivolve) to Mega ※"シンカ" (Digivolve) to Omnimon in the next turn!

POINT!

Agumon and Gabumon's Digivolving isn't over yet...?! It looks like there's still more to them...! (Please refer to Page 3, "CONFIDENTIAL INFORMATION DISCLOSED!")

Friend (ナカマ) Summon a Friend Digimon to attack.

Select "ナカマ" (Friend) and use the L and R buttons to summon your Friend Digimon. After pressing the A button, follow the same steps as "コウゲキ" (Attack) and "シンカ" (Digivolve). If your cheers are heard, your Friend Digimon will attack the enemy.



※Digimon select screen ※Press the A button repeatedly! ※Blue Blaster! ※A successful attack!

※"ナカマ" (Friend) will not appear as a choice in the battle command select screen if you don't have any registered Friend Digimon. You cannot go back to your Partner Digimon in battle once you summon a Friend Digimon, and when the battle ends, it will become your Partner Digimon.

Escape (ニゲル) Try to escape from battle.

Choose "ニゲル" (Escape) to return to the default game screen. If you fail to escape, your Digimon will be injured.

※Fail... ※Success!

【9】Battle Results

Victory!

You win if you deplete the enemy Digimon HP to "0", or if you have the same or more HP than the enemy Digimon after 3 turns have passed.

※HP2 ※HP0 ※Victory!

If you win, you gain 1 point to your win record, and you may gain an item. The effect you gain varies depending on the item.

Meat (ニク)

Gain 2 DP points.

Protein (プロテイン)

HP increased by 1pt in the next battle.

P-Medicine (P-ドラッグ)

Defeat the enemy with a single blow in the next battle. (Does not work in boss Digimon battles.)

Defeat

※HP0 ※HP2 ※Lose...

You lose if your Partner Digimon's HP hits "0", or if you have less HP than the enemy Digimon after 3 turns have passed.

Healing Injured Digimons

The following actions will injure your Digimon, preventing it from walking.

- **You didn't respond to the call during the enemy Digimon encounter screen**
- **You pressed the B button during the enemy Digimon encounter screen**
- **You lost in battle**
- **You failed to escape from battle and took damage**

Your DP goes down by 2 points when the Digimon is injured, and 500 steps are added to your total needed to clear the area you are adventuring. Select the heal (チリョウ) command then press the A button to heal your Digimon.

【10】Boss Digimon Battles

When the area clear step count reaches "0" you will encounter a boss Digimon. The battle will last a maximum of 5 turns. The battle is conducted the same way like any other battle. You will conquer the area if you defeat the boss Digimon, and make way to the next area.

※Can you defeat it...?!

【11】Answer Your Friend Digimon's Call for Help!

During your adventure, you may get a HELP call from a Friend Digimon. Your device's antenna will receive the HELP call accompanied by a sound. When 3 antennas are displayed on the LCD screen and "CATCH!" appears underneath, press the A button, L button, or the R button to respond. You successfully answered the call for help if a Friend Digimon appears.

※Successful catch

POINT!

The HELP call will stop after approximately 3 minutes have passed. Don't worry if you miss it, since there should be more to come!

※1 antenna ※2 antenna ※3 antenna

Press either the A button, L button, or the R button when the Friend Digimon is on screen to battle an enemy Digimon. The battle is the same with any other normal enemy Digimon battle, so please follow the same steps and try to win the battle.

※Enemy Digimon appears ※Press the A button repeatedly!

Win Results

If you win the battle, the Friend Digimon will be automatically registered. You can adventure with your registered Friend Digimon by choosing it as your Partner Digimon, or you can summon it to fight in battle.

If You Lose

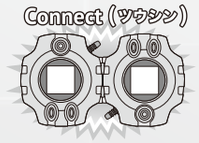
If you lose, the Friend Digimon won't be registered, but the number of steps needed to clear the area will not increase.

POINT!

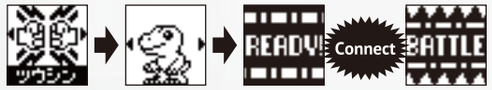
The HELP call the Digivice catches comes from the Digital World! So be careful since some enemy Digimon will send fake HELP calls!

【12】Battle Using Connect Command!

You can enjoy battles across the "DIGIMON DIGIVICE" series (sold separately) using the connector.



Choose "ツウシン" (Connect) from the command select screen then press the A button to display the Digimon select screen. Use the L and R buttons to choose the Digimon you want to use then press the A button to display "READY!" on screen. While "READY!" is on screen, connect the devices together through the connector then press the A button. If "BATTLE" appears on screen, the connection is a success and the battle will begin.



※Select "ツウシン" (Connect) ※Digimon select screen

This image appears if an error occurs with the connection.

※If your Partner Digimon can Digivolve, you can select the Digivolved form of the Digimon from the Digimon select screen.

※Press the B button while "READY!" is displayed to return to the Digimon select screen.

※The battle may not work properly if you remove the device before "BATTLE" is displayed.

※You can remove the device after "BATTLE" is displayed.

※Press the A button if "BATTLE" doesn't appear.

※If "ERROR" appears, press the A button or the B button to display "ツウシン" (Connect) in the command select screen. Redo the "ツウシン" (Connect) command steps then connect the devices and press the A button.

The battle will automatically commence and whoever lands their attack 4 times first wins. The losing Digimon may be injured.

POINT!

You will gain 1 point to your win record if you win a connection battle! Use the connection battle feature to gain points quickly, so that you can Digivolve!

【13】Sleeping Digimon

The Digimon on screen will automatically fall asleep when the time strikes 9:00 PM on the Digivice. It will sleep from 9:00 PM to 8:00 AM. You cannot battle enemies, answer HELP calls, or conduct connection battles while it's sleeping.

※You can wake the Digimon up for about 15 minutes by pressing the B button, but it won't recover any DP while it's awake. You also cannot make it walk to add to your step count.

【14】Sound On/Off (オン / オフ)

Press the A and B button together during the default game screen to display the sound screen. Use the L and B buttons to choose, and press the A button to confirm.

POINT!

Be careful when your sound is set to "オフ" (Off). No sound will be played for enemy Digimon encounters and for HELP calls from a Friend Digimon!

CONFIDENTIAL INFORMATION DISCLOSED!

Scoop ① Reward for clearing all areas!

If you clear all the areas, you can press the B button during the default game screen to confirm how many Friends (ノコリナカマ) you still have to find! Search the map and look for your missing Friends!

※The number of Friends you still have to find.

※"C" is displayed if you found all the Friends.

Scoop ② Mystery Digimons sending HELP calls...?!

There are Friend Digimons who will only appear through HELP calls after a certain condition is met! Be sure you find them all!

※Will you be able to find all of them...?!

Scoop ③ How to Digivolve to "Dark Digivolution - Black"!

Agumon and Gabumon are able to Digivolve to "Dark Digivolution - Black" Digimon!

●Agumon's Dark Digivolution

※SkullGreymon

※BlackWarGreymon

●Gabumon's Dark Digivolution

※WereGarurumon (Black)

※MetalGarurumon (Black)

Condition ① When you select either Agumon or Gabumon.
Condition ② They are able to Digivolve to Ultimate or beyond.
・Agumon → Ultimate Unlock: SkullGreymon
→ Mega Unlock: BlackWarGreymon
・Gabumon → Ultimate Unlock: WereGarurumon (Black)
→ Mega Unlock: MetalGarurumon (Black)
Condition ③ Was injured 2 times through either losing a battle or failing an ESCAPE attempt.

※For connection battles, you can Digivolve to "Dark Digivolution - Black" by losing 2 times regardless of injury.
※When either Agumon or Gabumon can Digivolve to "Dark Digivolution - Black", the other can also automatically Digivolve to "Dark Digivolution - Black".
※They cannot Digivolve to Omnimon while they are able to Digivolve to "Dark Digivolution - Black".

Confirm Their Digivolution! How to Tell if They Can Digivolve to "Dark Digivolution - Black"!

You can confirm their expression is different by viewing them under their parameter's HP or ATTACK display screen.

●Agumon

●Gabumon

Release from "Dark Digivolution - Black"!

If the Digimons are set to Digivolve to "Dark Digivolution - Black", they can return to their normal Digivolution path if they lose 2 times in battle!

※If either Agumon or Gabumon return to their normal Digivolution path, the other will also automatically return to their normal Digivolution path.
※If they are released from the "Dark Digivolution - Black" Digivolution path, but are injured again 2 times, they will return to the "Dark Digivolution - Black" Digivolving path.

Scoop ④ Beyond Digivolution...!

Agumon and Gabumon are able to Digivolve even further if a certain condition is met! Do your best to see what lies in wait!

※Could they be...?!

※Agumon and Gabumon are not able to access other Digivolution paths while they are in their "Dark Digivolution - Black" Digivolution path.